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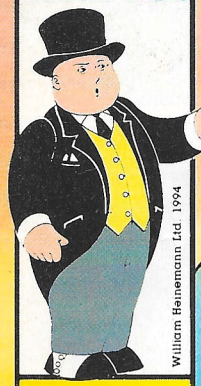
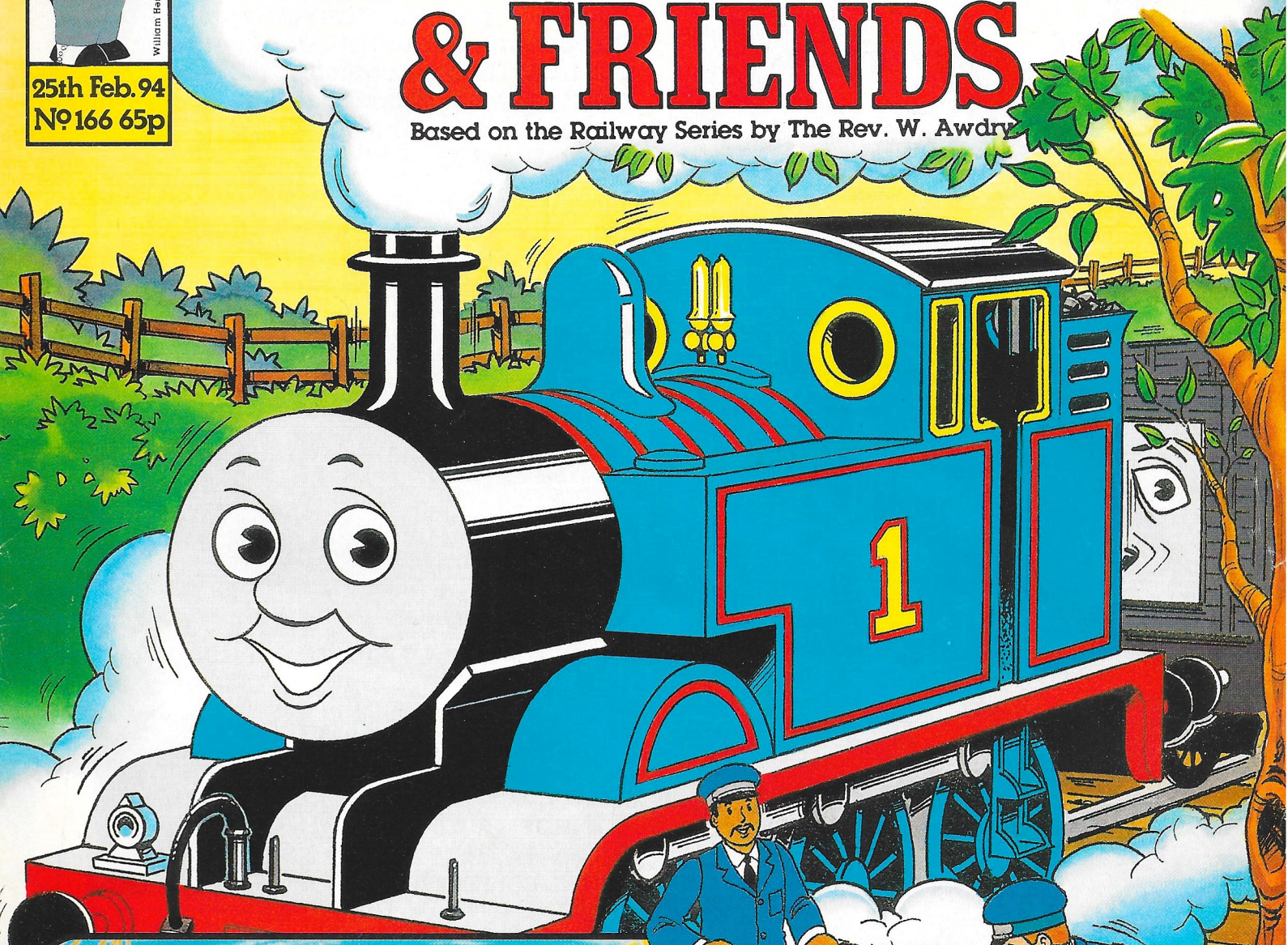


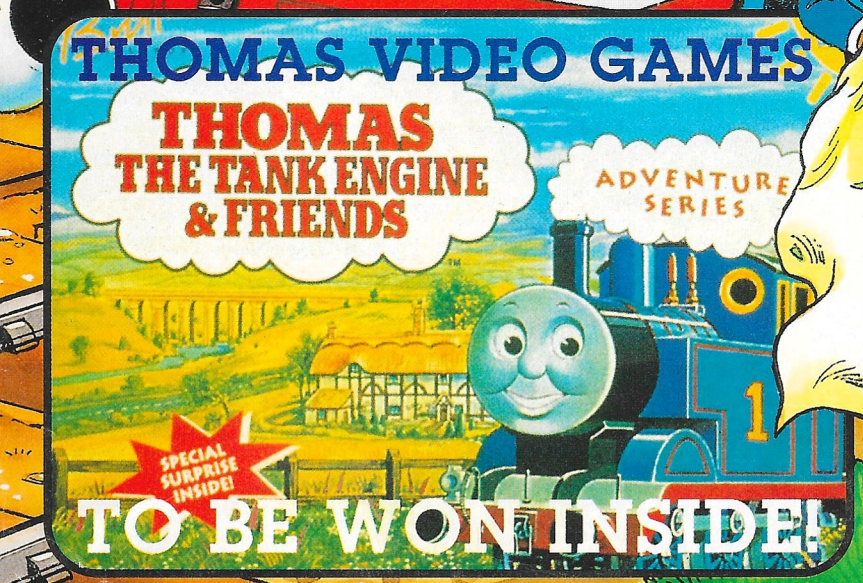
William Heinemann Ltd. 1994

25th Feb. 94
№166 65p

THOMAS THE TANK ENGINE & FRIENDS

Based on the Railway Series by The Rev. W. Awdry





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NOTICEBOARD

Peep! Peep! Thomas is a Really Useful Engine and he has taken part in some of the most exciting adventures on the Fat Controller's Railway. Thomas has also helped to prevent many accidents from happening. In our first story, you can find out how Thomas comes to the rescue! Don't miss our second story to see what happens when Bertie takes his passengers to the Horse Show! *Peep! Peep!*

How to obtain your Fat Controller's Card!

If you would like to receive your very own splendid **Fat Controller's Card**, send one red, yellow and blue token together with your details listed below (details need only be listed on any one of the 3 coloured tokens when applying for this offer) plus a stamped addressed envelope to: **The Fat Controller's Card Offer, Marvel Comics Ltd, 13/15 Arundel Street, London WC2.**

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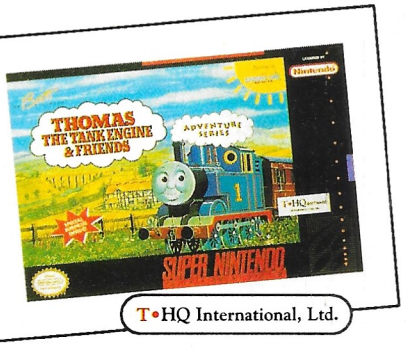
THOMAS TOKEN

FANTASTIC COMPETITION!

Turn to page **14** for your chance of winning a Thomas Super Nintendo Video game from the Thomas Adventure Series, courtesy of ***T.HQ International.***



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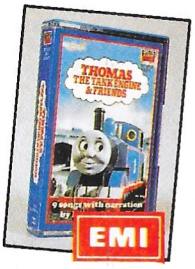
IN OUR NEXT ISSUE!

Don't miss our next issue of **Thomas the Tank Engine & Friends**! You will have a splendid opportunity to win a new collection of Thomas songs on cassette, courtesy of Music for Pleasure, EMI Records (UK).



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THOMAS THE TANK ENGINE & FRIENDS™

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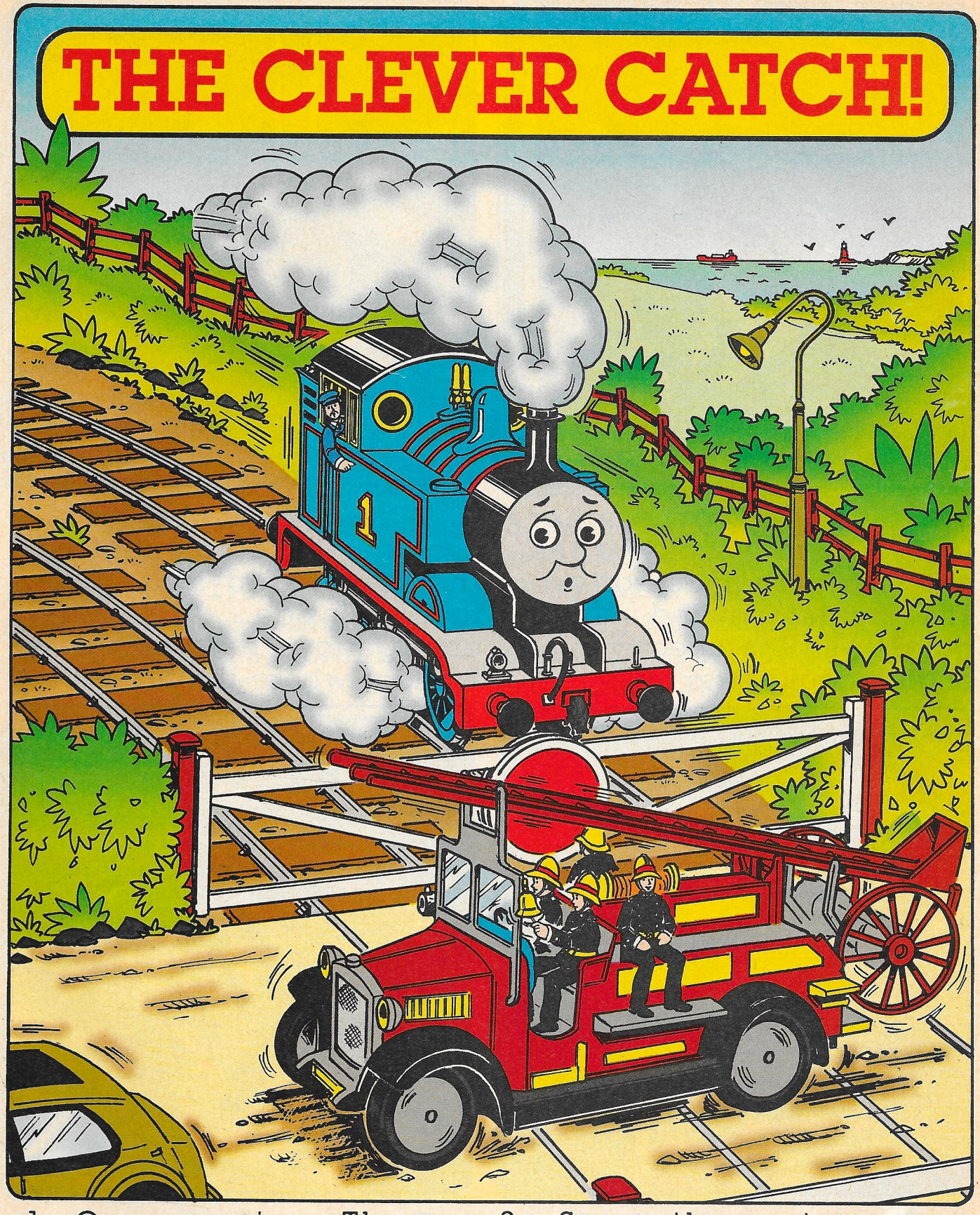
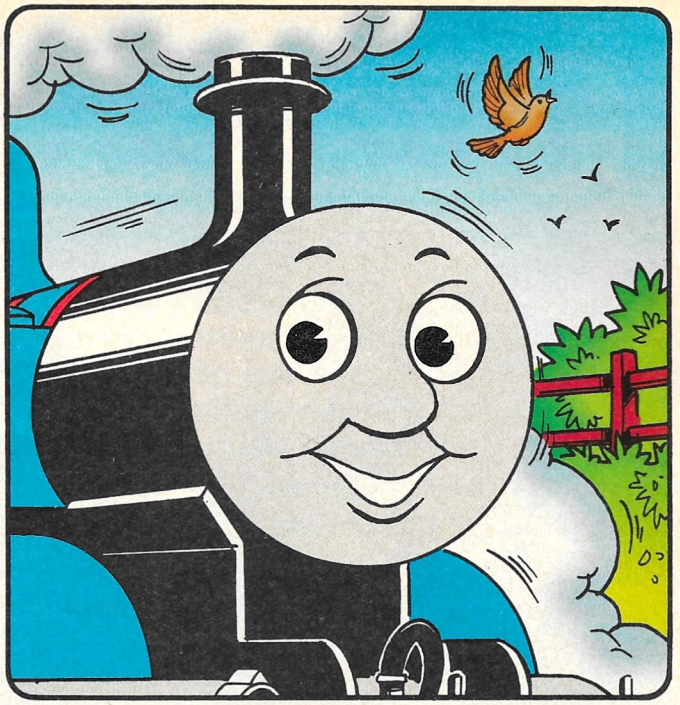
THE CLEVER CATCH!



1. One morning, Thomas was waiting while some cars used a level-crossing on his branch line. Suddenly, he heard a wailing sound. It grew louder and louder.

2. Soon the noise was deafening. "It's a fire-engine's siren!" cried Thomas's driver. "Look!" Thomas saw the big, red fire-engine racing closer.

3. "Its siren warns other traffic to move out of the way!" said Thomas's driver. The cars pulled over quickly so the speedy fire-engine could pass by.

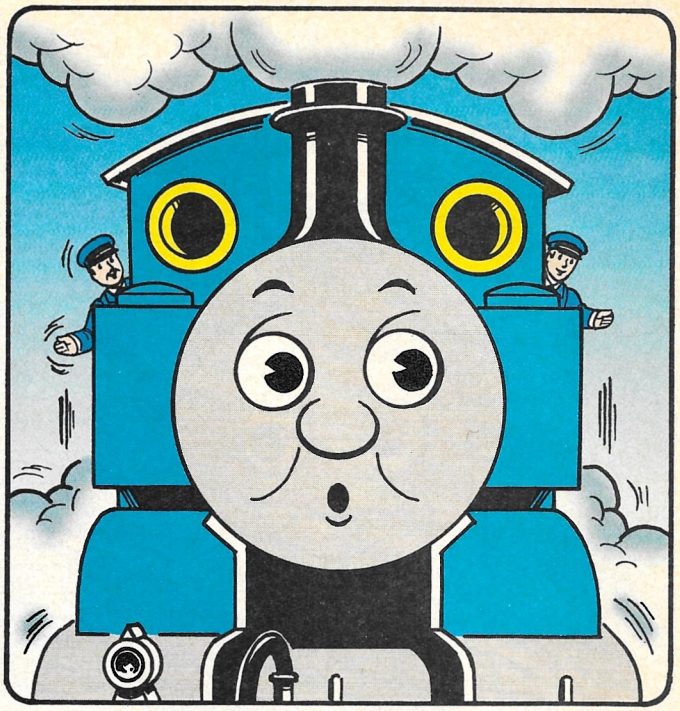


4. It sped over the level-crossing. Thomas spotted the driver and other fire-men inside. "It's an emergency!" he gasped. "I wonder where the fire is!"

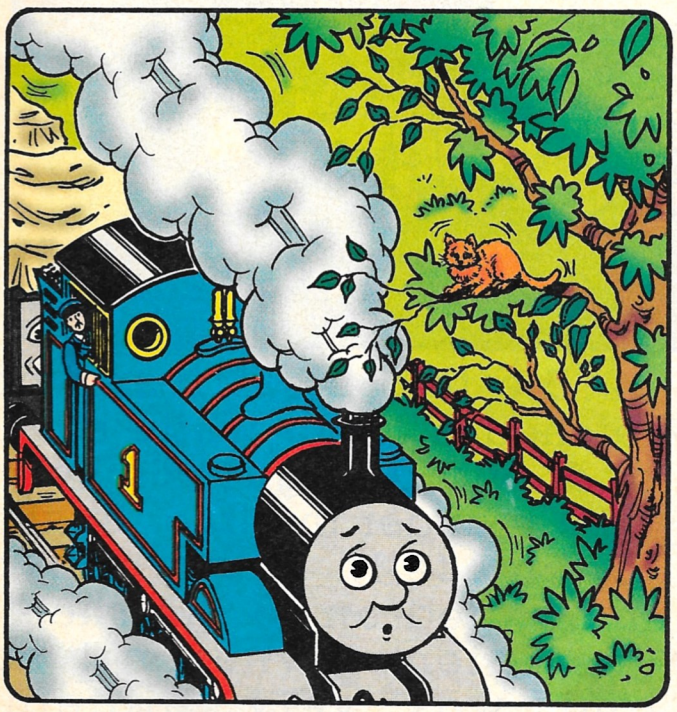
5. The fire-engine hurtled away. When the crossing gates opened, Thomas set off again. As he pulled into Wellsworth Station, he could see smoke nearby.

6. There was the fire-engine parked by a burning building across the road. The firemen were spraying the flames with a jet of water from their hosepipes.

7. A crowd watched. Then everyone gasped as a man appeared at an upstairs window of the building. He jumped into a special blanket the firemen held.



8. As he landed safely in it, people cheered. Thomas thought it was the most exciting rescue he had ever seen. "Thank Goodness!", exclaimed Thomas.



9. The next day, Thomas went into a factory siding to deliver supplies. He suddenly spotted a kitten up a tall tree. "Oh, no! It's stuck!" he cried nervously.

10. The factory manager did not have a ladder so Thomas's driver climbed on to his roof, then up into the tree to try to reach the frightened kitten.

11. The startled kitten clambered to the end of a very thin branch. The branch was not strong enough to hold the driver, so he climbed down. The kitten wobbled. "It's going to fall soon," thought Thomas. Some of his trucks had waterproof sheets on them to protect the goods. It gave Thomas an idea.

12. He told his driver who fetched a large white sheet and, with the guard's help, held it under the tree. As the kitten fell, it dropped unharmed on to the sheet. The kitten's owner arrived and was very grateful indeed. "Thomas the fire-engine, I mean steam-engine, to the rescue!" grinned Thomas proudly.

THE END!

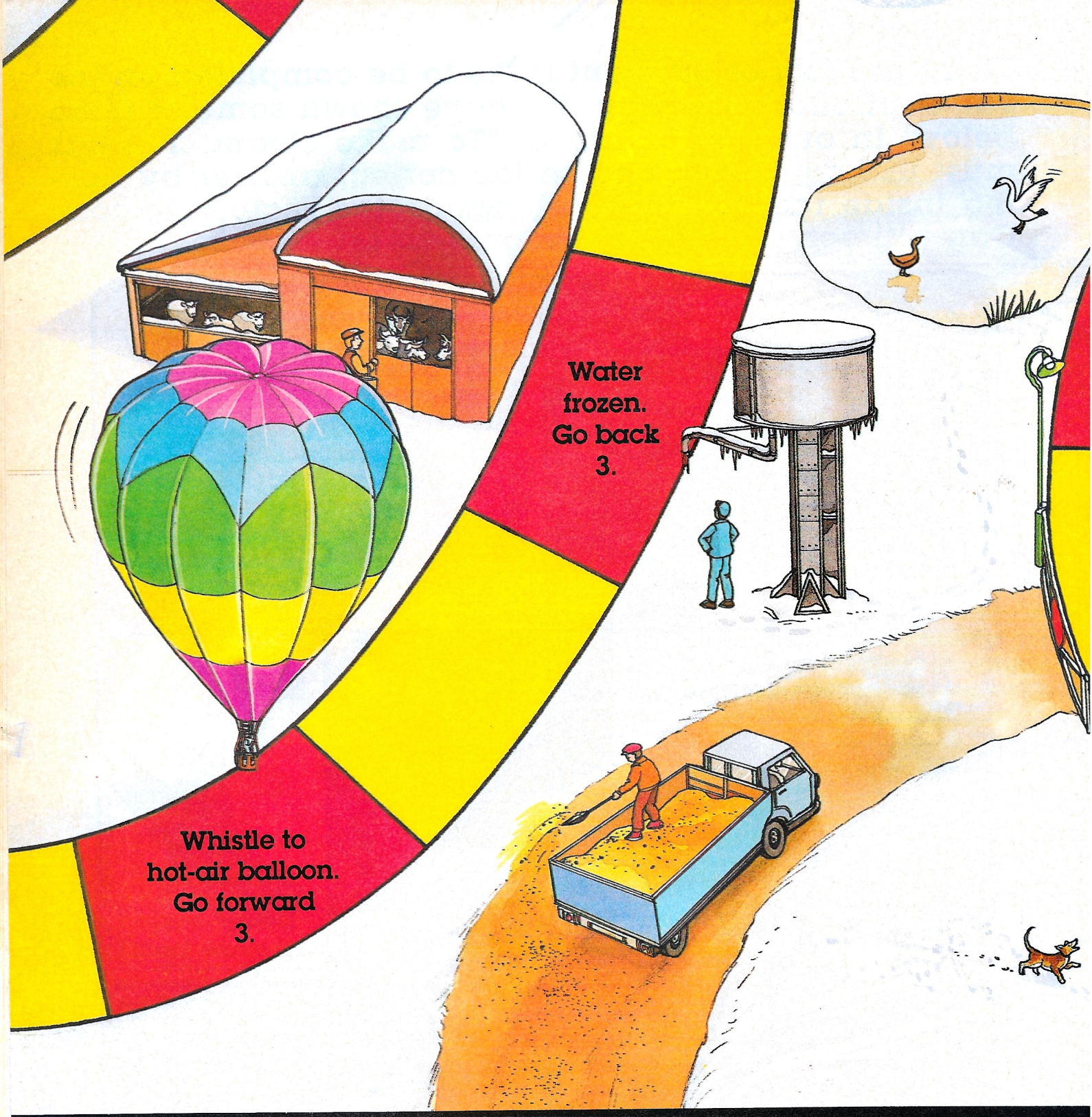
In our next issue: Puffing Pots!

JOIN THE DOTS!

Steven and Bridget want to know Who made the footprints in the snow!

RAILWAY TASKS!

There are lots of different tasks to be completed on the Fat Controller's Railway. We have shown some of them below! In our first example, "To make steam, Thomas must use coal!" You choose the correct answer by ticking inside the box that's alongside the picture of coal! Can you complete the remaining tasks?



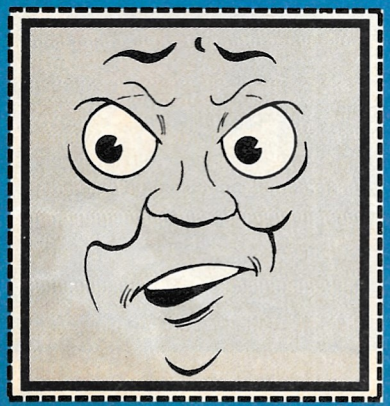
THOMAS'S GAME Part 4

This is the fourth and final part of **Thomas's dice game**. Stick this last double page on to thin card, cut the blue border off along the dotted lines and cut out your last counter. Now match the four parts of the game together - the edges will overlap slightly and you can trim them to fit, before finally sticking them down. All you need now is a dice. There can be up to 4 players and the first to throw a 6 starts!

Slowly over level crossing. Go back 2.

Signal says stop. Miss a turn.

FINISH



Can you see Bertie the bus?
What colour is he?
How many children are sledging down the hill?
Point to the water tower!
How many cows are in the farmer's shed?

TYRE TROUBLE!

It had been a damp morning on the Island of Sodor when Percy set off with some workmen and equipment along a branch line. Shortly, he spotted Bertie the Bus in a country lane beside the track, just ahead of him. As Percy pulled up to wait at a signal, he watched all Bertie's passengers get off. They stood impatiently while his driver changed a wheel.

"I've a flat tyre, Percy!" called Bertie. "I must have driven over something sharp which punctured it!"

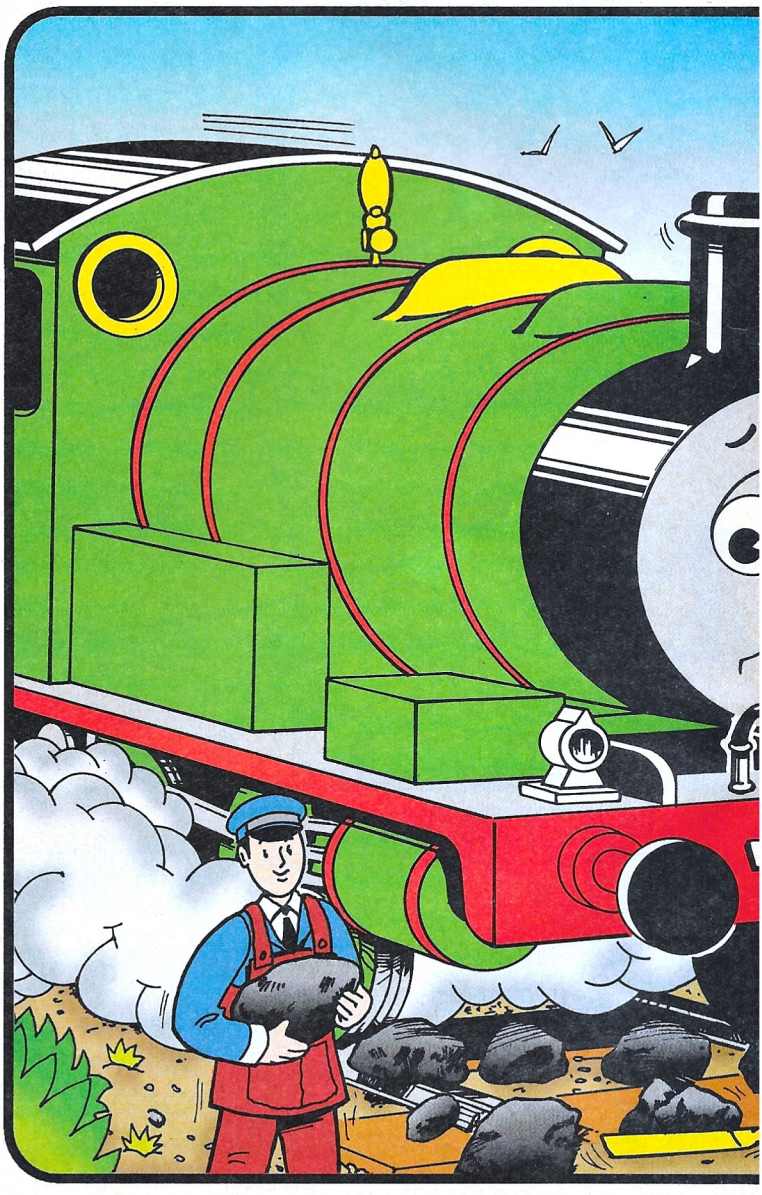
"I'm glad engines don't have air-filled tyres!" said Percy. "When they burst, and you can't drive on, you let down all your passengers, too! If buses had engine wheels, they might be more reliable!"

"Cheek!" huffed Bertie. "At least, I carry a spare wheel. My driver will soon have it fitted!"

"Engine wheels are so strong we don't need spare ones!" laughed Percy. The signal changed and he puffed on his way.

Percy was taking the workmen to a railway cutting where they were to clear an overgrown embankment. As he steamed around a bend, Percy suddenly saw trouble ahead. Some loose stones and rock had rolled down on to the track.

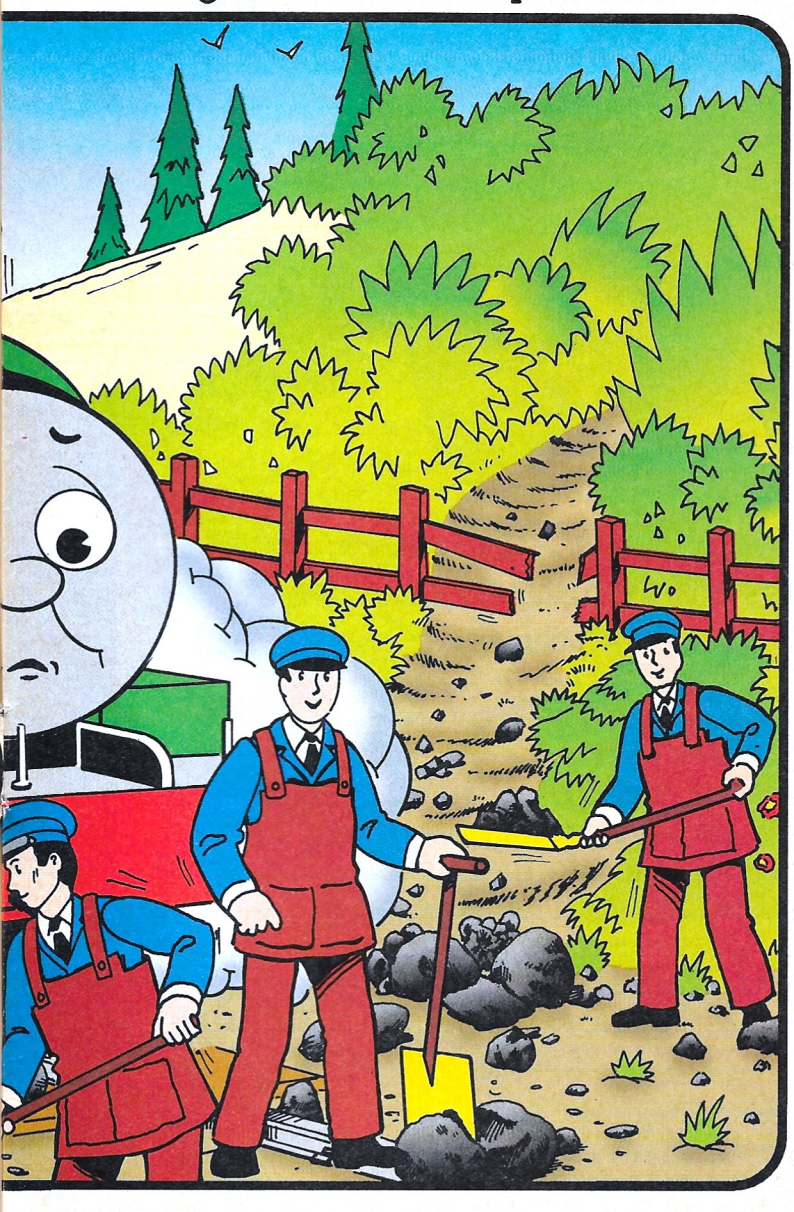
"Look out!" cried Percy as his driver urgently applied the brake. Percy's wheels locked but the track was wet and he skidded. KER-LUNK! Percy hit several stones, scattering



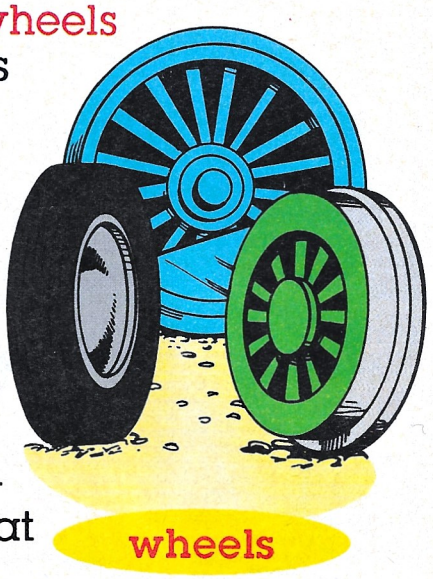
some and crushing others.

The men quickly climbed down to clear the line before they began working on the embankment. Percy was badly shaken up but, luckily, he did not seem to have been damaged. When he arrived at the Main Station, the Fat Controller heard what had happened.

"Percy must go to the Works for a check-up, just in case!" he said. There, the Chief Engineer carefully examined all Percy's wheels



"Two of his metal tyres are worn and must be changed!" he told Percy's driver, who went to telephone the Fat Controller.



wheels

Percy was shocked. He had a long wait while his wheels were removed. The new metal tyres had to be machined before being fitted. Next day, at the Main Station, all the other engines had heard about Percy's tyres. Diesel had even seen Bertie and told him, as well.

As Percy rolled out of the yard with a goods train, who should he meet at a level-crossing but Bertie the Bus.

"So engines do need tyres, too!" said Bertie. "Your metal ones take much longer to change than my rubber tyres!" Percy was sorry he had teased Bertie.

"Buses are just as efficient as engines!" he said. "I promise I won't tease you again!"

"Good !" laughed Bertie. "You know, Percy, it was rather tiresome!"

THE END!

Peep! Peep! All aboard for magical adventures!

WIN!

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

11 Thomas Video Games to be won!

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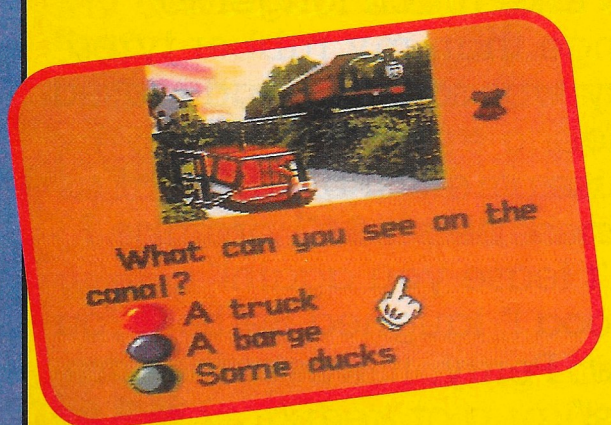
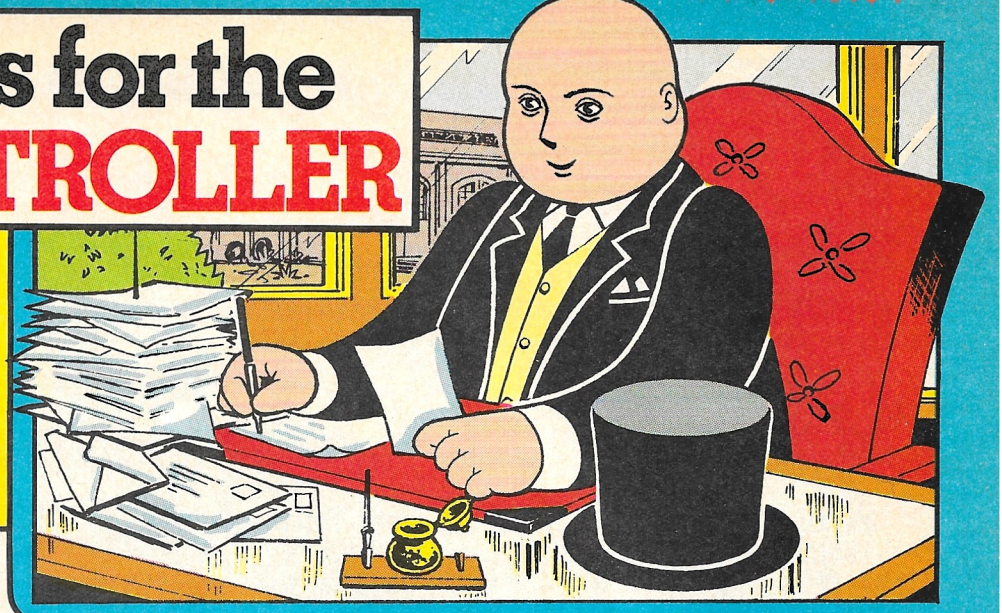


How to enter:

Opposite, we have displayed a digitalised picture from one of our games. Look at the picture then answer the question, sending your answer on a postcard with your name and address to *Thomas/SuperNintendo Competition, Marvel Comics, 13-15 Arundel St, London, WC2R 3DX* by **11th March 1994!**

Competition Rules: This competition is open to all readers other than employees of Marvel Comics Ltd, T.HQ, Inc, Columns Ltd, Super Nintendo ™, and Britt Allcroft Ltd. Our winners will be the first eleven correct entries drawn. The Editor's decision is final and no correspondence shall be entered into.

Your letters for the FAT CONTROLLER



Have you got an amusing story to tell? Do you have a question you would like to ask about Thomas or his friends? If so, then write to me at the address shown below! I would be so very pleased to hear from you!

STAR LETTER!

Dear Fat Controller,
My mum has had to write this letter for me, as I'm autistic and I can't write very much. I'm a great fan of Thomas and his adventures!
Love from
Richard Dyke.

I'm sure Thomas would be very happy to know how much his friends enjoy reading about his famous adventures. Thank you for your kind letter!

RAILWAY HOME!

Dear Fat Controller,
I live by a Thomas Railway track. Every time I hear Thomas puffing along the track, I run to see him as he makes me happy!
Love from
Sunny, aged 3.

I also live in a cottage near the railway! Many cottages on the Island of Sodor were built for the railway staff including the Station-master. Many old carriages and signal boxes have been rebuilt into pretty station houses!

FAST ENGINES!

Dear Fat Controller,
As I like Thomas and his friends so much my Mummy and Daddy took me on the Isle of Wight Steam Railway. I was able to see what Thomas can see while he does his daily tasks! Could you tell me how fast your engines can go?
Love from **Andrew Lewcock**, aged 2.

I have to make sure that the engines maintain their speed very carefully. However, Gordon, the Big Express Engine loves to show everyone how fast he can go and Diesel often races off too quickly making his trucks bump and clatter!

The sender of any letter that is printed as our **STAR LETTER** will win some splendid **Thomas Pre-school** toys courtesy of *ERTL (UK) Ltd.*

BIRTHDAYS!

Richard Gale, Paul Butcher, Graham Jackson, Adam Baldock, Rory Heath, Graham Hugh Robson, Zachary Kenneth Fisher, Mary Whittick, Martin Johnson and belated greetings to Shaun Williams.

If you would like a birthday mention printed in one of our future issues, please send details on a post-card at least **nine weeks** in advance!

Yours
Sir Topham Hatt
The Fat Controller!

Send your letters to:

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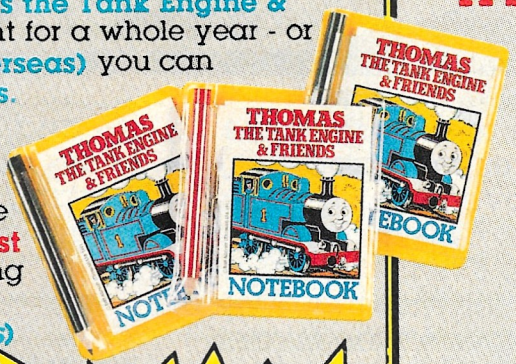

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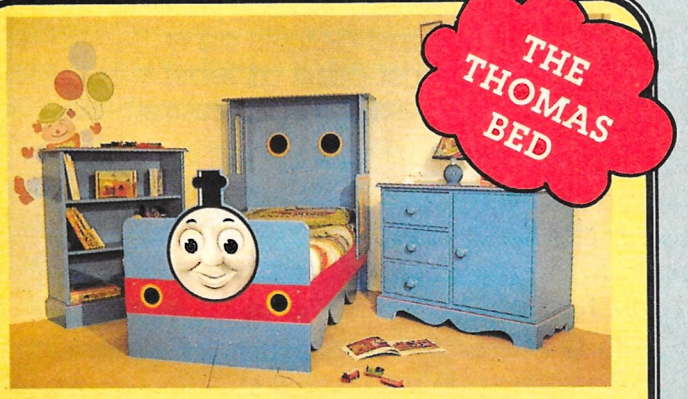

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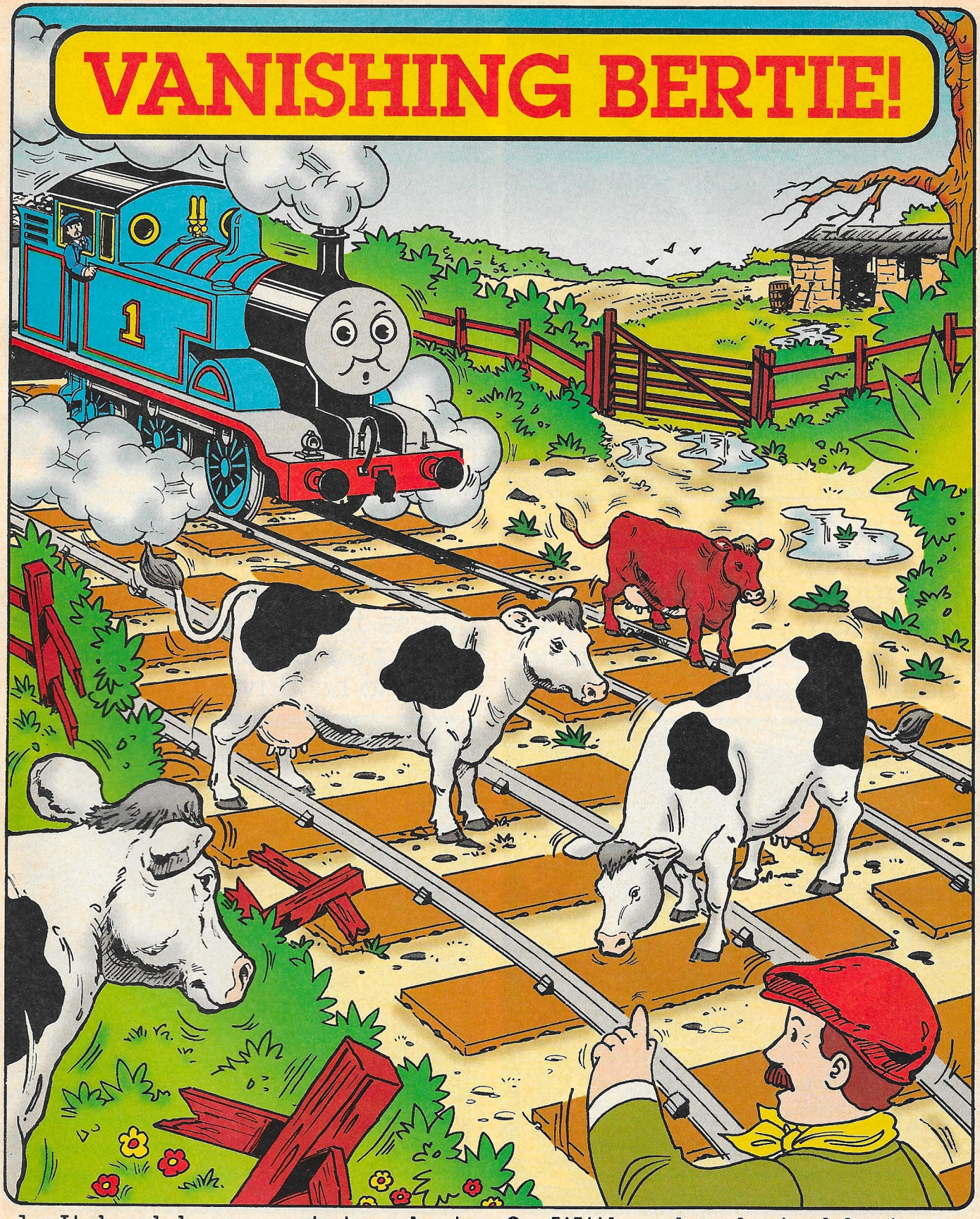
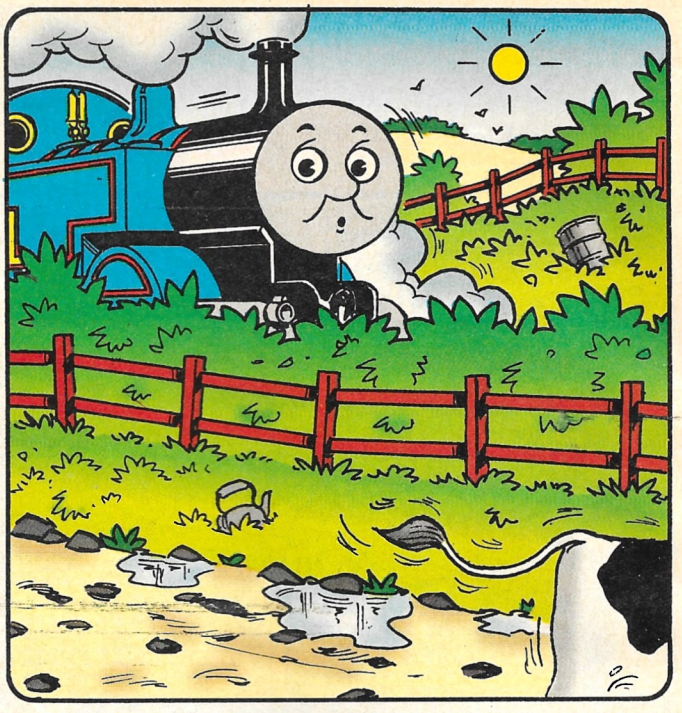
VANISHING BERTIE!



1. It had been raining but now the sun shone as Thomas steamed through the countryside, on his branch line. Suddenly, his driver jammed on the brakes.

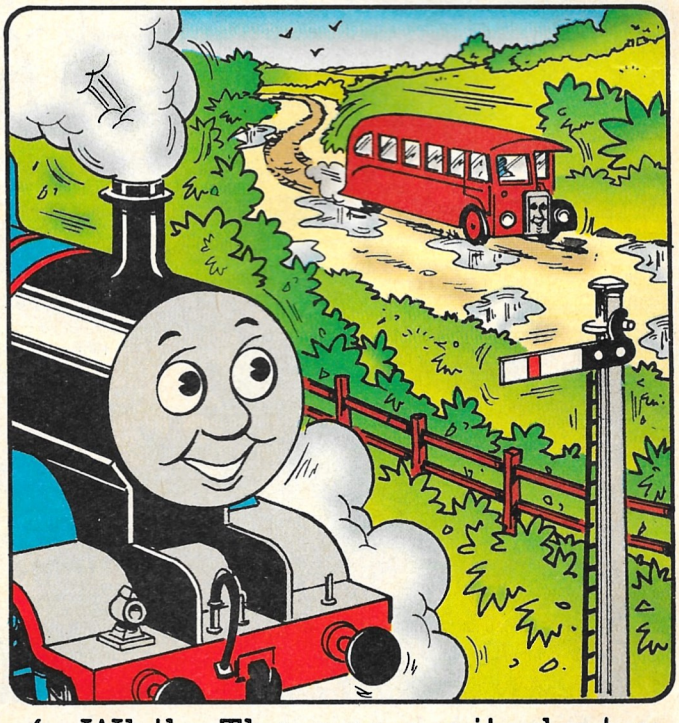
2. With wheels juddering, Thomas pulled up sharply. Ahead, some cattle had broken down a fence and wandered on to the line. "Sorry!" cried a farmer.

3. "I'll soon round them up!" he added. Then Thomas set off again. "It's lucky I'm not carrying passengers," he thought. "They would have been startled!"

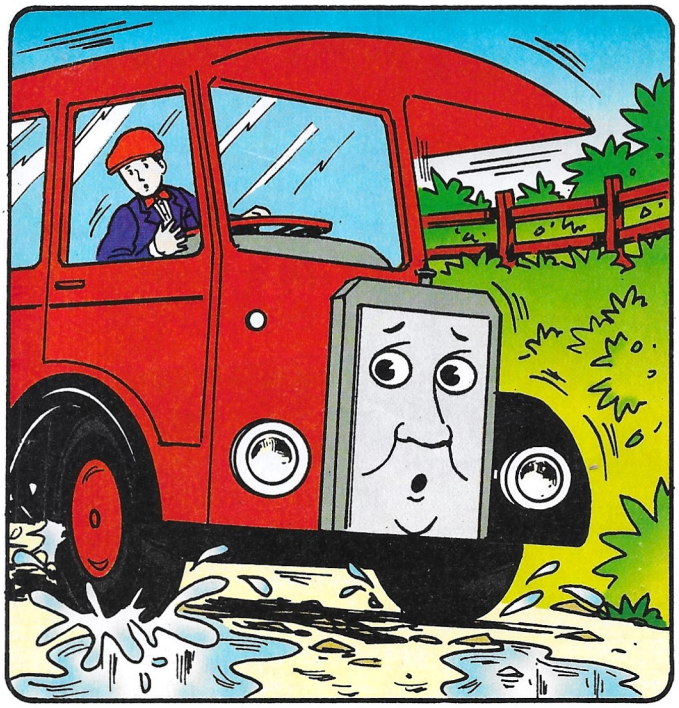


4. Thomas was taking bales of straw to a grand horse show at Wellsworth. "Look at those tracks the cattle have churned up in the field!" he said to his driver.

5. "You can see their hoof marks in the muddy lane, too!" Thomas went on. "All these wet lanes get muddy where the farm animals use them," his driver replied.

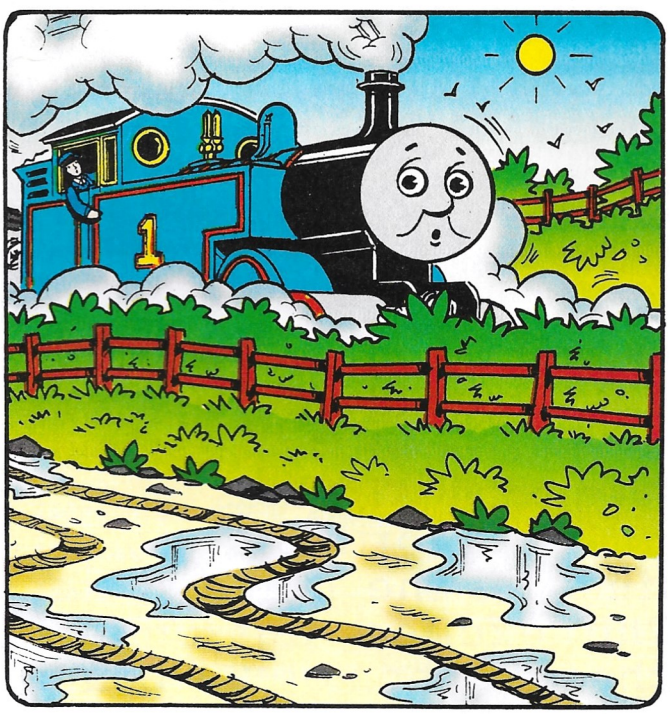


6. While Thomas waited at a signal, Bertie the Bus motored past. "I'm taking passengers to the horse show!" he called. Thomas spotted some more tracks.

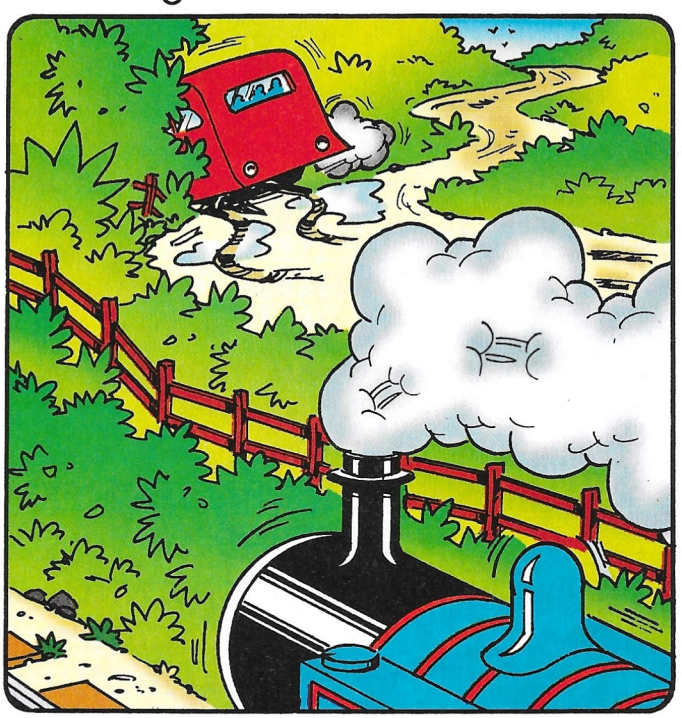


7. "Even Bertie's tyres are making muddy prints in the lane!" he said. No sooner was Bertie out of sight than he ran over a big stone and burst a tyre.

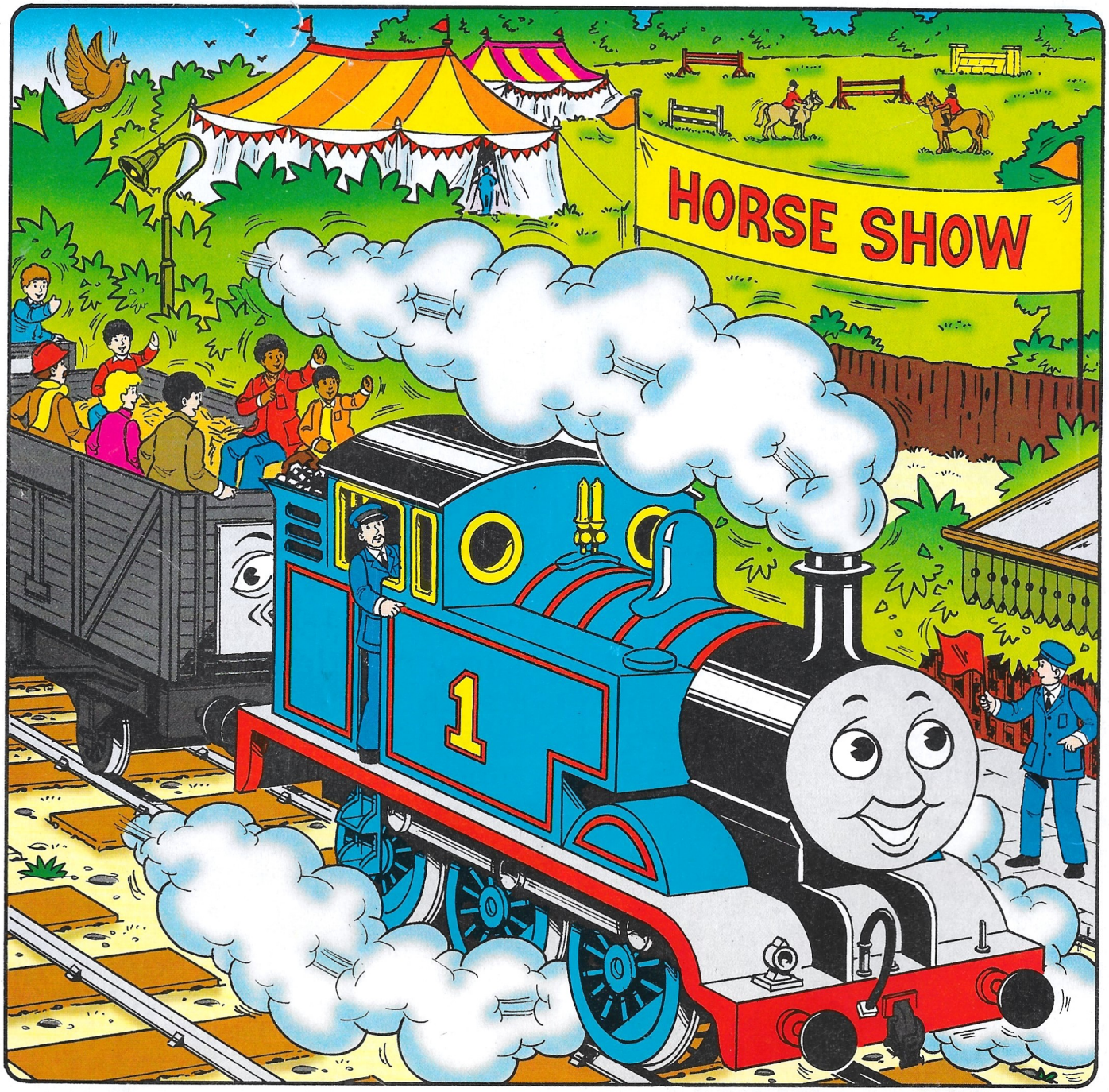
8. Bertie was only going slowly but the lane was very slippery. "Help!" he cried as he spun off the road and down a bank. He stopped among some bushes.



9. As he puffed closer, Thomas was first to spot the skid mark in the road beside his line. "Stop!" he shouted. "Something's wrong! Bertie's vanished!"



10. It was an emergency so Thomas's driver braked and then ran to the lane. He saw Bertie jammed in the bushes. "No one's hurt!" Bertie's driver told him.



11. "But my passengers are stranded and must get to the horse show quickly!" Bertie said. The thankful passengers climbed up the bank and scrambled into Thomas's trucks. "Straw bales make useful seats!" thought Thomas. "Now I'm carrying passengers, too!" Bertie's driver rang the bus depot to get help.

12. A breakdown lorry was sent to rescue Bertie. Meanwhile, Thomas arrived at Wellsworth Station, in time for the horse show. The excited passengers cheered Thomas for being such a Useful Engine. "We are all really pleased that you spotted Bertie's tracks!" said his driver. "I'm really glad too!" replied Thomas.

THE END!

In our next issue: Lucky Landing!